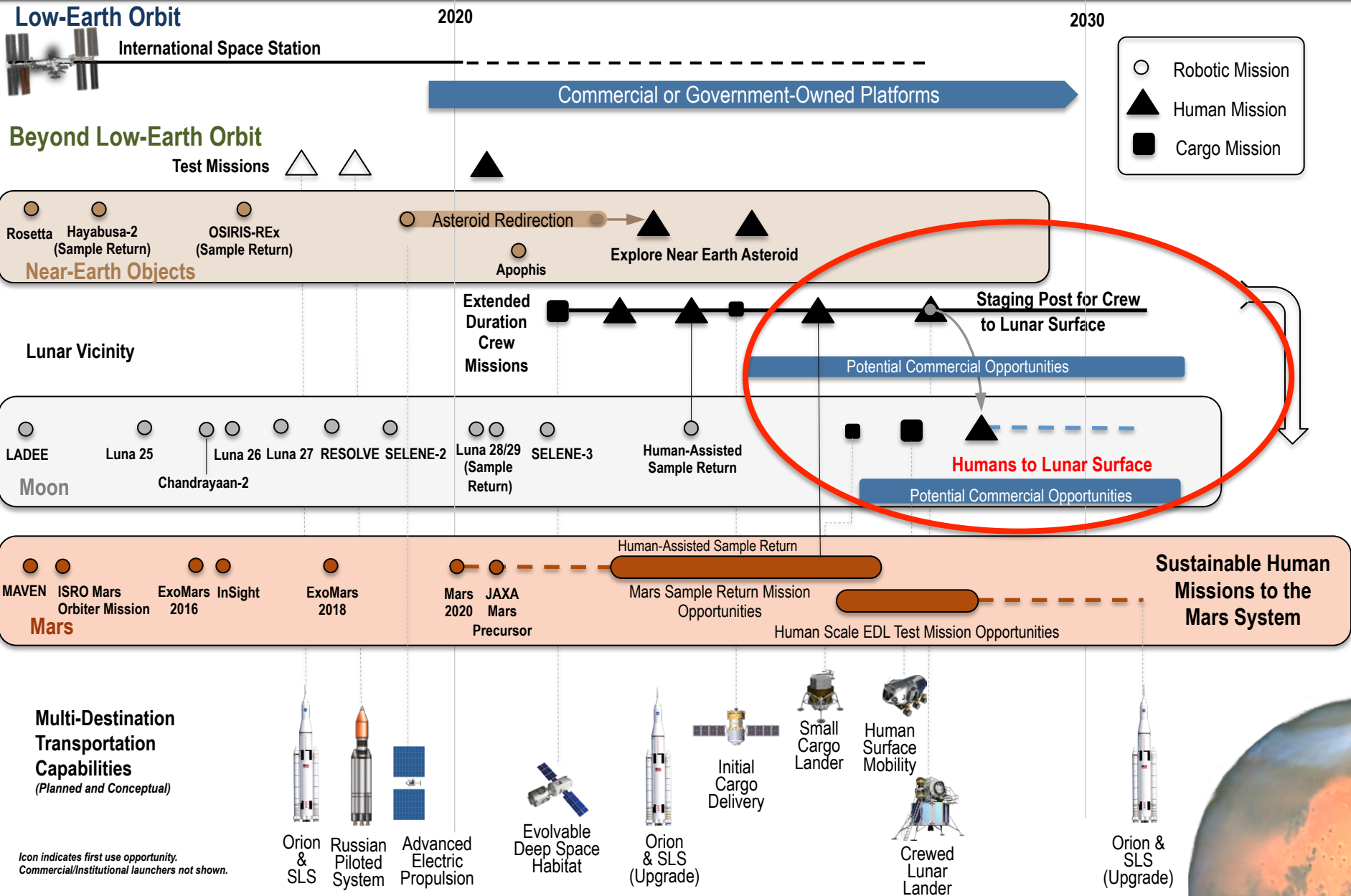


Overview of ISECG Work: Expanding the Definition of the Lunar Exploration Scenario



Ryan Whitley
April 10th, 2014

ISECG Mission Scenario



Revisiting Approach to Lunar Exploration Scenario

Two parts to lunar surface scenario expansion activity:

- ① Update lunar lander transportation architecture**
- ② Update surface strategy using reference surface Global Point of Departure (GPoD) architecture**

Key Considerations

Human transportation options tend to drive overall cost of destination exploration. Multiple architectural mission options are being evaluated to characterize and score based on key Figures of Merit such as:

- Cost
- Performance (Capabilities and Mission Objectives Satisfaction)
- Technology Development
- Extensibility
- Mission Risk

Updated approach to surface activities will be informed and developed based on down select of most attractive transportation architecture options. More to come in later GER workshops in Japan (July) and Europe (Oct) this year.

Lunar Surface Access Trade Space

The lunar surface trade space is divided between transportation options and lander properties within the context of utilizing an evolvable deep space habitat as a staging post.

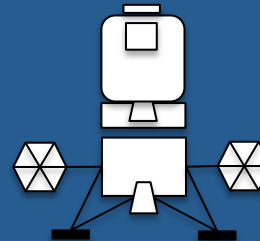
Transportation Options

eDSH Staging Location	Launch Vehicle	Lunar Orbit Insertion (LOI) Options
DRO	NASA SLS LV (Block 1B)	LOI by Lander
E-M L1/L2	ESA LV	LOI by LV
HLO	JAXA LV	LOI → 0 (Long Transfer)
LLO	Roscosmos LV	SEP Used for Long Transfer
Commercial Launch Vehicles		



Lander Properties

Lander Stage In-Space Propulsion	Lander Drop Stage Options	Reusability	Crew Size (to surface / on orbit)	Lander Hab. (days)
Hypergols	With Hypergolic Drop Stage	None	2/2	0
LOX/CH ₄	With Evolved Hyper. Drop Stage	Crew Module	3/1	3
LOX/LH ₂	Without Drop Stage / 2-Stage	Crew Md. & Refuel AM	4/0	7
			Crew Mod. AM & DM	



The trade space can be tailored by the international partners to meet a variety of core objectives and used to identify scenarios from which a viable human lunar campaign is achievable.

Example Architecture for Extensibility Lander

LLO Staging Location

